

I N T E R A C T I V E M O V I E



UNDER A

# Killing Moon

U.S. GOLD

An Interactive Movie From

**ACCESS**  
SOFTWARE INCORPORATED

INSTRUCTION MANUAL

STARRING BRIAN KEITH, MARGOT KIDDER, & RUSSELL MEANS







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## Introduction to Under a Killing Moon

Congratulations! You are about to enter the *Virtual World of Under a Killing Moon*. This section will introduce you to the story, setting and the characters you will find during your adventure.

### Who is Tex Murphy?



The man himself—Tex Murphy.

Tex Murphy, P. I., first appeared in *Mean Streets*, then *Martian Memorandum*. In *Under a Killing Moon*, Tex appears during movie sequences and conversations, and is played by Chris Jones, the director and co-designer of this interactive movie. Though Tex is on screen, you still have complete control over what he says and does. When you're not in a conversation or viewing a movie sequence, you look through Tex's eyes, controlling his movements.

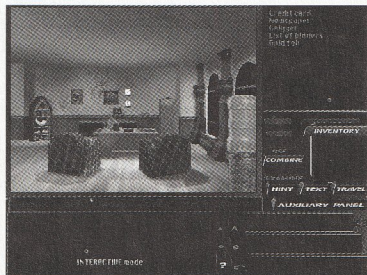
Tex is somewhere between 29 and 49, with some premature wrinkles and a bad back. The wrinkles are a result of smoking, drinking, a poor diet, lack of exercise, and a perpetual frown. The bad back flares up every time he's reminded of his ex-wife, Sylvia. Despite being a good P.I., a born romantic, and a generally nice guy, Tex has a talent for getting into trouble and offending the wrong people.

The inspiration for Tex is a cross between Sam Spade (*The Maltese Falcon*), Rick Blaine (*Casablanca*), and Inspector Clouseau (*The Pink Panther*). Since the story takes place in the year 2042, Tex comes across as a man out of time—someone who can handle a futuristic doo-dad, but dresses, talks and behaves like a hard-boiled P.I. from late 1930's. Give him a Lucky Strike, a glass of bourbon (neat), and a leggy dame and Tex is in his element.

### What is the Setting for Under a Killing Moon?

There are two types of people in the futuristic setting of *Under a Killing Moon*: Mutants and Norms. The norms have natural immunity to radiation, while mutants have physical deformities, ranging from hideous to comical. Race, creed and gender are no longer the great social dividers, having been replaced by genetic quality. The majority of norms live in New San Francisco, but Tex doesn't. Despite being a norm, something in Tex's character makes him feel more comfortable around those who've been disfigured and rejected.

When the story begins, you are in your seedy, third-floor office, in the heart of a run-down, mutant section of Old San Francisco. You live and work here because the rent's cheap—at least that's what you tell the few clients you



Tex's office.

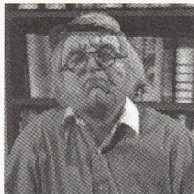




Chelsee Bando.



Louie LaMintz.



Rook Garner.



Francesca Lucido—Franny.



Ardo Newpop.

get. In the streets below mutants and norms go about their business—much of it illegal. After a quick look around the office, walk down to the street and start looking for a case—it won't take long.

### **Where do I live and who do I know?**

As Tex Murphy, you make your home in the Ritz Hotel, a dilapidated boarding house on Chandler Avenue in Old San Francisco. Despite the low rent atmosphere, the neighborhood is thriving with several shops and businesses managing to make ends meet. The people who live and work in your neighborhood are listed below:

**Chelsee Bando:** Chelsee runs the newspaper stand down on the street, across from your office. She's a mutant, just like almost everyone else in this part of town, but you haven't been able to find anything unusual about her. Not that you wouldn't like to.

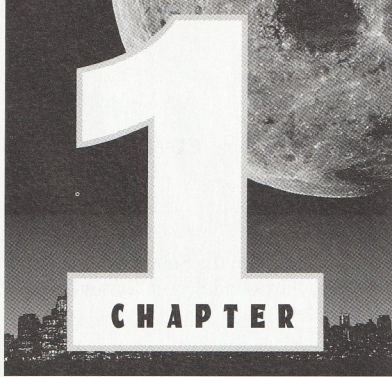
**Louie LaMintz:** Louie owns and runs the Brew & Stew cafe, which isn't for everyone, with the smell of Louie's famous lamb stew or spicy chili billowing from the kitchen, then mingling with the beery breath of the patrons. People can't help but feel welcome, which is why everyone comes to Louie's. So does all the street talk. If something's going on, Louie knows about it.

**Rook Garner:** Rook runs a pawnshop across the street from your office. He's a crusty old WWII vet who comes off as a bitter Scrooge nursing a feud with the world, but he's actually a tender-hearted guy who would take you in on a cold night, feed you, clothe you, give you some cash, then tell you to get lost.

**Francesca Lucido:** Franny runs the Slice O' Heaven Pizza Parlor. She's an older woman who longs for her lost youth, and her girlish flirting has become less effective with age. She is married to a creep named Sal and wants nothing more than to divorce him, take his money, and find herself a young Fabio look-alike.

**Ardo Newpop:** Ardo's an intellectually-challenged mutant who works the front desk at the Golden Gate Hotel. There are "gentle giants" in the world, but Ardo isn't one of them. He's over eight feet tall, weighs close to 400 pounds, and has a temper to match. Even worse, he gets furious when he's confused. For this reason, few people bother to talk to Ardo unless it's absolutely necessary.





## Getting Started

The first step in playing *Under a Killing Moon* is to install it on your hard disk. This chapter explains how to install the game and how to configure it for your system.

### **Minimum Hardware:**

386/25Mhz CPU

Hard Disk (8 MB free)

CD-ROM Drive (Single Speed - 150 KB/sec - MPC Level 1 compliant)

4 MB RAM

SVGA Display (VESA compliant - 640x480 resolution in 256 colors)

Mouse

8-bit Sound Card

### **Recommended Hardware:**

486/66 DX2 or faster CPU

Hard Disk (8 MB free)

CD-ROM Drive (Double Speed - 300 KB/sec - MPC Level 2 compliant)

16 MB RAM

Local Bus SVGA Display (VESA complaint - 640x480 resolution in 256 colors)

Three Button Mouse

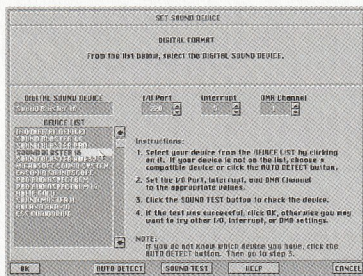
16 Bit Sound Card

## **Installing Under a Killing Moon**

*Under a Killing Moon* must be installed on your hard disk to operate properly. Complete the following steps to install the program:

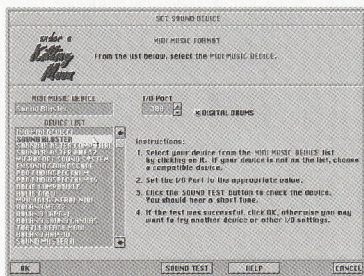
1. Insert *Under a Killing Moon* disk #1 into the CD-ROM drive.
2. Type: **D:INSTALL [Enter]** (where **D:** is the drive letter of your CD-ROM.)
3. Follow the directions on the screen.





Setting the Digital Sound Device.

**Note:** To hear all the sounds in the game, you must set both devices. (The DIGITAL SOUND DEVICE is required. The MIDI MUSIC DEVICE is not required, but recommended.)



Setting the MIDI Music Device.

## Starting the Program

To start the game, follow the directions below:

1. Make sure you're in the MOON directory. Type: **CD\MOON [Enter]**
2. Then type: **MOON [Enter]**

## Configuring The Sound

The first time you start the game you will be taken to the Sound Screen automatically. After the first time, you can get to the Sound Screen through the Configuration Screen. Follow the steps below:

To get to the Sound Screen (after the first time):

1. Click the Auxiliary Panel button to open the panel.
2. Click the CONFIG button. This will display the Configuration Screen.
3. Click the the SET SOUND DEVICE button to bring up the Sound Screen.

It is important to understand how the sound is used in the game and how the sound system works so please read the information below carefully.

### Types of Sounds

Sounds in the game are stored in two separate formats and each format is used for a different purpose. All speech, digitized music and sound effects are stored in DIGITAL format while the background music is stored in MIDI MUSIC format. The DIGITAL format is played by the DIGITAL SOUND DEVICE and the MIDI MUSIC format is played by the MIDI MUSIC DEVICE.

Most sound cards can function as both devices (play both formats simultaneously), so setting up your sound system normally involves identifying which card you have and finding the correct hardware configuration (I/O Ports, Interrupt, and DMA channel).

### Setting the DIGITAL SOUND DEVICE (must be set)

Click OK if necessary to bring up the screen that says DIGITAL FORMAT. This is where you select the DIGITAL SOUND DEVICE. Highlight your device (card) in the DEVICE LIST by clicking on it. If you do not know which device or which settings to use, click the AUTO DETECT button (See next page). Use the UP or DOWN arrows to change the I/O Port, Interrupt and DMA channel settings.

TEST THE DEVICE by clicking the SOUND TEST button. If you hear digitized speech then the test was successful and you should click OK to continue. If you do not hear any speech, the test was not successful. You may want to try other I/O, Interrupt and DMA settings, or you may want to try AUTO DETECT again.

### Setting the MIDI MUSIC DEVICE (should be set)

Click OK or CONTINUE if necessary to bring up the screen that says MIDI MUSIC FORMAT. Here you will select the MIDI MUSIC DEVICE. Usually, the same card you selected as the Digital Sound Device can function as the MIDI Music Device. If so, it will already be highlighted in the DEVICE LIST. You can keep this device or select another device by clicking on it. Then use the UP or DOWN arrows to set the I/O Port. If you have enough memory,

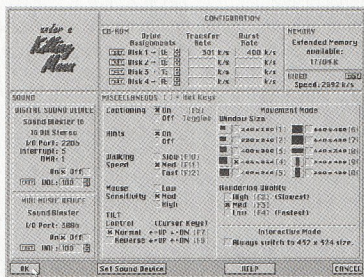


### NOTE 1 —LOCKUPS

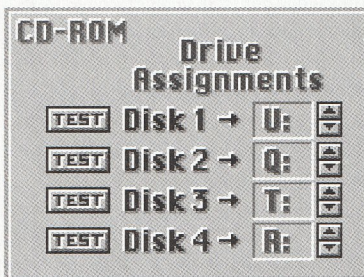
Some sound cards do not react well to the interrogation process and may LOCK UP the computer. If this happens, reboot and try AUTO DETECT again. The program keeps track of combinations which cause a lock up (during Auto Detect) and will not try that combination again. IF YOU INSTALL A NEW SOUND CARD, be sure to click the "CLEAR LOG" button before using AUTO DETECT.

### NOTE 2 —PHANTOM DETECTIONS

Some sound cards can be mistaken for other cards. This produces what is called PHANTOM DETECTIONS. The AUTO DETECT process appears to find a card that really isn't there and the SOUND TEST doesn't work (of course). In this case you should try AUTO DETECT again and select CONTINUE rather than ACCEPT when the program pauses on the phantom card.



Configuration screen.



CD-ROM drive assignments.

the DIGITAL DRUMS checkbox will appear. Make sure this box is checked if you wish to have Digitized Drums with your MIDI Music. Now TEST THE DEVICE by clicking the SOUND TEST button. If you hear music, then the test was successful and you should click OK to continue. If you do not hear music, the test was not successful. You may want to try other I/O Port settings.

### Using the AUTO DETECT feature (Digital Sound Device only):

If you do not remember which sound card you have (a common problem) or which settings to use for the Digital Sound Device (a VERY common problem), you can ask the Sound Module to find out for you.

This feature is called AUTO DETECT and works as follows: The program has a list of sound cards and it knows how each card is supposed to respond when interrogated. Starting with the most common card, the program checks to see if it is "OUT THERE." If there is NO RESPONSE, then the next most common card is checked and so on. If the card DOES RESPOND, then the appropriate settings are retrieved and the program pauses and displays the name of the card and the settings. At this point you can click the ACCEPT button to stop the AUTO DETECT process or click the CONTINUE button to keep trying.

## The Configuration Screen

After setting up the sound system, you will come to the CONFIGURATION SCREEN.

The Configuration screen is where you customize the program to best suit your computer hardware, as well as your personal game-playing preferences. There are five sections on the Configuration screen:

CD-ROM

MEMORY

VIDEO

SOUND

MISCELLANEOUS

Read the following to become familiar with the operation and meaning of the various sections. When the configuration is acceptable, click OK to SAVE THE SETTINGS and continue.

### CD-ROM Section

The CD-ROM section is designed to allow users with multiple drives or CD changers to make use of the extra devices when playing the game. This feature can be used to reduce disk swapping by having more than one disk available simultaneously. It can also be used to easily switch drives for game play. (In a multi-drive configuration.)

**Drive Assignments:** Each disk is assigned a drive letter. When the game is installed, the program assigns all 4 disks to the CD-ROM drive letter that was used for installation. If you have multiple drives or a changer, you can assign a separate drive letter to each disk. Use the ARROW BUTTONS to change drive letters.



Transfer Rate	Burst Rate
301 k/s	400 k/s
k/s	k/s
k/s	k/s
k/s	k/s

Transfer Rate and Burst Rate.

### MEMORY

Extended Memory available:

17704 k

### VIDEO

Speed: 2692 k/s

TEST

Memory Available and Video Speed.

#### DIGITAL SOUND DEVICE

Sound Blaster 16

16 Bit Stereo

I/O Port: 220h

Interrupt: 5

DMA: 1

On ☒ Off ☐

TEST VOL: 100

#### MIDI MUSIC DEVICE

Sound Blaster

I/O Port: 388h

On ☒ Off ☐

TEST VOL: 100

Sound section.

**Example 1:** If you have two CD-ROM drives with drive letters E: and F:, you may want to assign **DISK 1 = E: DISK 2 = E: DISK 3 = F: DISK 4 = F:**

**Example 2:** If you have a 6 disk CD changer with drive letters E,F,G,H,I,J; you can assign **DISK 1 = G: DISK 2 = H: DISK 3 = I: DISK 4 = J:**

*IMPORTANT: If you set the disks to run on different drives, you must make sure the correct disks are in the corresponding drives.*

**Transfer Rate And Burst Rate:** These are the two most important performance characteristics of CD-ROM drives. *Transfer rate* is the rate at which data comes off the disk into the drive's internal buffer. *Burst rate* is the rate at which data is sent to the CPU from the internal buffer. Transfer rates vary from 150 KB/sec (single spin) to 600 KB/sec (quad spin). Burst rates vary from 300 KB/sec to 2MB/sec. Higher rates are better. *Transfer rates below 150 KB/sec and burst rates below 300 KB/sec may cause poor display performance, especially if associated with a slow video card.*

Click the **TEST** button to test the performance of the indicated drive.

### MEMORY Section

The memory section reports the amount of *Extended Memory* available while the program is running. If the extended memory is below 8000 KB (8 MB), the graphics for the VR scenes (movement mode) will automatically scale to fit into the available space. The lower this value (below 8000 KB), the more scaling that occurs and the more blocky the appearance of the scene. *Low extended memory may also result in loss of some features such as digital drums and environmental sounds.* You may be able to increase the amount of extended memory available by removing or reducing the size of DISK CACHES, RAM DRIVES, etc.

### VIDEO Section

The video section reports the *speed of the Video Display System* (the rate at which video images can be placed on the screen). This is a function of both the speed of the VIDEO CARD and the speed of the CPU and has a significant effect on the playback of the movie sequences. Very slow video may cause the playback to be "choppy" and may cause the sound to break up. *Click the TEST button to check the performance of the video system.* Values below 5000 k/s are considered slow. Values above 12000 k/s are considered fast.

### SOUND Section

The Sound section (located on the lower left side of the screen) contains the information for the Digital Sound Device and the MIDI Music Device. Both devices have a Test button, Volume control and On/Off check boxes. There is also a SET SOUND DEVICE button at the bottom of the screen. Click this button to change sound devices or settings. *(Also see Configuring the Sound at the beginning of this chapter.)*

**To Test the Sound** click the TEST button.

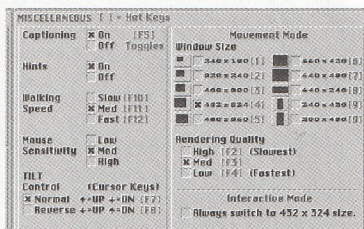
**To Adjust the Volume** click the Up or Down Arrow buttons.

**To Turn the Sound On or Off** click in one of the check boxes.

**To Change Devices or Settings** click on the SET SOUND DEVICE button.

*Tip:* Since the Digital Sound and the Midi Music often play simultaneously, adjust the volume levels so the music won't drown out the speech.





Miscellaneous section.

## MISCELLANEOUS Section

The Miscellaneous section contains play options that can be set according to your personal preference. These include: Captioning, Hints, Walking Speed, Mouse Sensitivity, Tilt Control, Window Size, Rendering Quality, and the Interactive Mode switching.

**Captioning** —Turn this option ON to display TEXT along with digital speech.

**Hints** —Under a Killing Moon has a built-in ON LINE HINT SYSTEM. If you would prefer to restrict access to the hint system, select OFF. Even if you choose to have the Hint System ON, you are not required to use it.

**Walking Speed** —This refers to your speed of travel while in MOVEMENT MODE. Selecting LOW will give you greater control. Selecting HIGH will allow you to move faster.

**Mouse Sensitivity** —Mouse Sensitivity refers to how quickly and to what degree the mouse responds when you move it. Select LOW, MED or HIGH sensitivity.

**Tilt Control** —While moving around in Under a Killing Moon, you can tilt the view up or down. The Tilt Control option sets the controls to operate in Normal or Reverse mode.

**Normal:** Up Arrow=UP      Down Arrow=DOWN

**Reverse:** Up Arrow=DOWN      Down Arrow=UP

*Note: This option is available because many users are accustomed to flight simulators which use the up arrow to pitch down and the down arrow to pitch up.*

**Window Size** —The size of the display window while in movement mode can be adjusted to any of 10 different sizes. Click the box next to the size you want or press the corresponding HOT KEY (1-0).

*Note: If you want smoother movement (faster frame rates), select a smaller window size.*

**Rendering Quality** —Select HIGH, MED or LOW quality. The rendering speed for high quality is slowest while the rendering speed for low quality is fastest. *You can also use the HOT KEYS F2, F3, or F4.*

**Interactive Mode - Always switch to 432x324.** —Activate this option to return to full size in INTERACTIVE mode even if movement mode is set to small size.

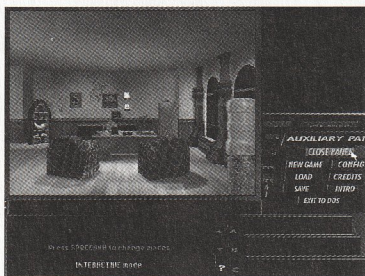
*When the configuration is acceptable, click OK to save the settings and continue.*



# 2

## CHAPTER

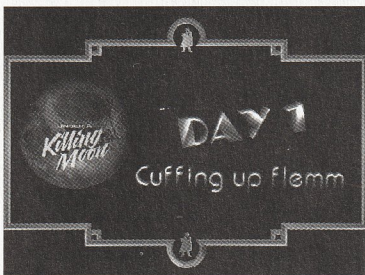
## Playing the Game



Main control panel with Auxiliary Panel open.



Start a New Game screen.



Day 1.

Now you are ready to play the game. If you completed Sound Setup and Configuration as described in Chapter One, then you should be looking at the MAIN CONTROL PANEL and the AUXILIARY PANEL should be open.

### Starting a NEW GAME

To start a New Game, do the following:

1. Click the NEW GAME button on the Auxiliary Panel.
2. Enter the PLAYER NAME.
3. Click OK to continue. (Refer to Chapter 10 for more information on starting, saving, and resuming a game.)

### Game Intro

Each time a NEW PLAYER begins a game, the GAME INTRODUCTION sequence plays automatically. You can *pause* this *sequence* by pressing “P” or *bypass* it by pressing the *spacebar*. This applies to any audio or video sequence. You should watch it the first time however, since information is given which may prove useful to you later.

### DAY 1

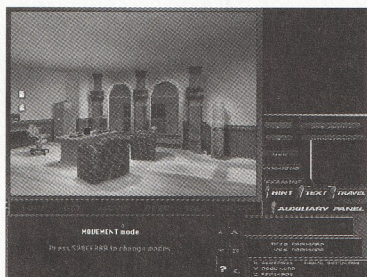
Each time a NEW DAY begins, a DAY INTRO sequence plays automatically. Again, you can bypass them by pressing the spacebar, but you shouldn’t, or you’ll miss important information. *If you are just starting a new game, this is DAY 1.* When the DAY 1 INTRO finishes, you’ll have a short wait while the OFFICE loads. Since you’re Tex Murphy, *this is your office*, and the first thing you should do is become familiar with it.

### Changing Modes

There are two main MODES of control in Under A Killing Moon. *To switch modes, PRESS THE SPACEBAR or click the CENTER MOUSE BUTTON.*

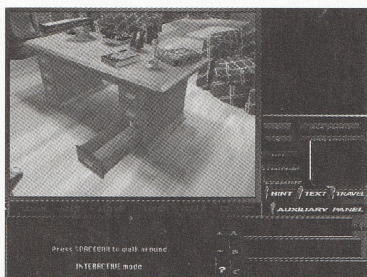
1. MOVEMENT MODE is where you *walk around* in a room or other environment. When you’re in this mode, the Control Panel may or may not appear (depending on the window size), and it will say Movement Mode in the Text Box.
2. INTERACTIVE MODE is where *everything happens* except walking around (movement mode). All the commands, inventory, conversations, travel, etc. are available only in Interactive Mode. When you’re in this mode, the Control Panel will always appear and it will say “Interactive Mode” in the Text Box.





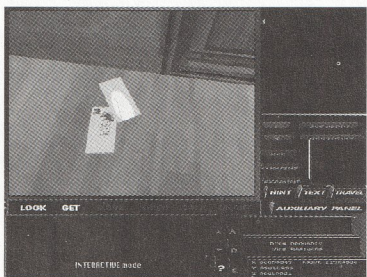
Movement mode on.

*Note: For more information on MOVEMENT MODE controls, see page 13.*



Interacting with objects.

*Note: For more information on INTERACTIVE MODE controls, see page 16.*



Getting inventory objects.

**REMEMBER:** To change from one mode to the other, PRESS THE SPACEBAR or click the CENTER MOUSE BUTTON.

## Quick Start Instructions

The following instructions are designed to give you a quick overview of the basic elements of the game. *It is assumed that you have read Chapter One and have started a new game as described above.* Go through the following steps to get a feel for how to play the game.

### Movement

1. Press the SPACEBAR to get into Movement Mode.
2. Move the mouse forward slightly to start 'walking' around the office.
3. Walk over to the side of the desk where the lower right desk drawer is located.
4. Click the right mouse button to stop.
5. Press the up or down arrow key (on the keyboard) to tilt the view downward. Tilt until you have a good view of the bottom right desk drawer.

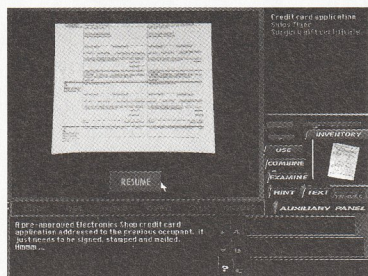
### Interacting with Objects

6. Press the SPACEBAR to leave Movement Mode and enter Interactive Mode.
7. Move the cursor over the lower right desk drawer. The LOOK function will highlight (in Yellow) in the Command Window and the cursor will change to the LOOK cursor (a magnifying glass).
8. Click the left mouse button to LOOK at the object. You will hear Tex's voice describe the desk drawer. After the voice finishes, the cursor will change to the OPEN cursor (an opening/closing door) and the OPEN function will highlight in yellow.
9. Click the right mouse button a few times. Notice how the yellow highlight switches between the OPEN command and the LOOK command and how the cursor changes from the OPEN cursor to the LOOK cursor. Click the right button until the OPEN cursor is displayed.
10. Click the left mouse button to OPEN the drawer.
11. Move the cursor over the object in the bottom of the drawer. If you can't see the object, you may need to adjust your position or the angle of the tilt (refer to Movement, above).
12. Click the left mouse button. You will hear Tex's voice describe the object in the desk drawer.

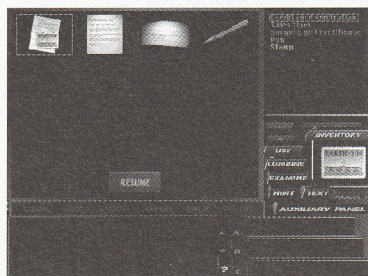
### Getting Inventory Objects

13. With the cursor still over the object in the desk drawer, click the right mouse button (if necessary) until the GET cursor (a grasping hand) is displayed and the GET command is highlighted in the command window.
14. Click the left mouse button to GET the stamp in the drawer.
15. Press the spacebar to switch from Interactive Mode to Movement Mode.
16. Move until you have a good look at the bottom left desk drawer.
17. Repeat steps 6 through 14 to get the pen from the bottom left drawer.



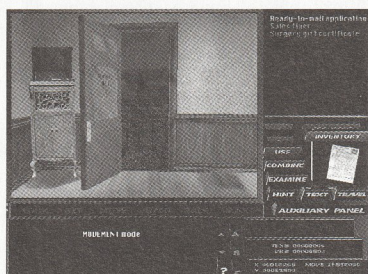


Examining inventory objects.

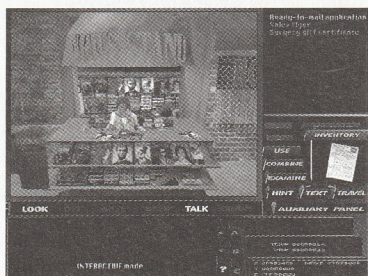


Combining inventory objects.

*Note: For more information on using the INVENTORY, see page 19.*



Exiting a room.



Initiating a conversation.

18. Switch to Movement Mode.
19. Walk over to the door. *You may want to adjust the tilt to see better.*
20. Press the spacebar to switch from Movement Mode back to Interactive Mode.
21. Get both pieces of mail from the floor.

### Examining Inventory Objects

22. Click the INVENTORY button.
23. In the list box in the upper right corner, click on Credit Card Application.
24. Click the EXAMINE button. The Credit Card Application will be examined with an accompanying voice-over.
25. Click the Resume button.

### Combining Inventory Objects

26. Click the COMBINE button. This will bring up the inventory icons.
27. In the Inventory, left click on the Stamp icon. This will turn the cursor into the Stamp icon.
28. Move the Stamp icon over the Credit Card Application.
29. Click the left mouse button to combine the Stamp and the Application.
30. Left click on the Pen icon.
31. Move the Pen icon over the credit card application and left click to combine the pen and the application.
32. Click the Resume button.

### Exiting a Room

33. Open the door to the street.
34. Press the spacebar to switch from Interactive Mode to Movement Mode.
35. Walk through the door. A slight pause will occur while the STREET is loaded.

### Initiating a Conversation

36. When you reach the street, look around and find Chelsee at the newsstand.
37. Walk over to Chelsee.
38. Press the spacebar to switch from Movement Mode to Interactive Mode.
39. Move the cursor over Chelsee.
40. Click the right mouse button until the TALK cursor (a talking mouth) is displayed and the TALK command is highlighted in the Command Window.
41. Click the left mouse button to start a conversation with Chelsee.

You now know the basics for playing *Under a Killing Moon*. To learn more about moving, using the inventory, or talking to characters, refer to the next three chapters.

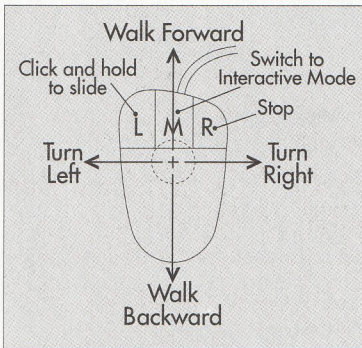
*Note: For more information on TALKING TO CHARACTERS, see page 21.*



# 3

## CHAPTER

*Note: In order to move, it must say **MOVEMENT MODE** in the Text box under the Action Window. You cannot enter Movement Mode during a movie sequence or a conversation.*



Mouse movement basics.

**NOTE:** A small mouse move produces a **SLOW SPEED** and a large mouse move produces a **FAST SPEED**. You **CANNOT** get more speed by "Revvng" the mouse. The best way to learn the controls is to start with **VERY SMALL MOUSE MOVEMENTS** and see how the system responds.

## Movement Mode

In order to create a Virtual World, realistic movement is essential. For that reason, the movement mode in *Under a Killing Moon* has been designed to simulate real movement as much as possible. This chapter discusses all the available movement options, including Walking, Running, Tilting Up/Down, Sliding Left/Right, Turning Your Head, Moving Up/Down, Climbing, Stopping, and Opening and Passing Through Doors.

*To Enter (or Exit) Movement Mode*, press the Spacebar or click the middle mouse button.

### Walking

Walking is the basic form of movement in the program.

**To Walk:** While in Movement Mode, move the mouse *forward or back*.

**To Turn:** Move the mouse *left or right*.

**To Slow Down:** Move the mouse in the *opposite direction* you are walking.

**To Stop:** There are *two ways* to stop your movement.

1. Click the *right mouse button* to stop immediately.
2. Press the *Spacebar* or click the *center mouse button* to Stop and Exit Movement Mode.

### Running

Running allows you to cover ground more quickly than walking.

**To Run:**

1. While in Movement Mode, start **WALKING** as described above.
2. While walking, press and hold down the "**R**" key.

### Tilting Up/Down

The Tilt option allows you to tilt the view up and down.

**To tilt the view up/down:** While in the Movement mode, press the **UP or DOWN arrow key** (on the keyboard). Hold the key down until you reach the desired angle.

**To return to Level view:** Press the **TAB** key.



## Turning Your Head

The Head Turn option allows you to turn your head to alter the view *without changing your walking direction*.

**To turn your head:** Press and hold the following keys:

KEY	ACTION
A	Look LEFT 30 degrees
S	Look RIGHT 30 degrees
Z	Look to the REAR
Q	Look LEFT 90 degrees
W	Look RIGHT 90 degrees
D	Look DOWN 30 degrees
F	Look UP 30 degrees

**To change your walking direction to match the current view:** While holding down one or more head turn keys, double click the LEFT MOUSE BUTTON or switch into INTERACTIVE MODE.

## Sliding Left/Right

The Slide option allows you to move laterally (sideways).

**To slide to the left/right:**

1. While in the Movement mode, *click and hold the left mouse button*.
2. Move the mouse to the left or right.

## Moving Up/Down

The Up/Down option allows you to adjust the height of your eye level, from standing on tip-toes to lying flat on the floor.

**To raise your eye level:** While in the Movement mode, press and hold the *LEFT SHIFT* key until you reach the desired height.

**To lower your eye level:** While in the Movement mode, press and hold the *CTRL* key until you reach the desired height.

**To return to normal eye level:** Press the *"E"* key.

## Climbing

To climb stairs, simply walk onto them and continue moving. The eye level will automatically raise or lower in relation to where you are on the stairs.

## Opening and Passing Through Doors

In this program, the only time you are taken through a doorway automatically is when you are standing very close to the door when you open it. Otherwise, *you need to move into the doorway to pass through it*.

*Note: You can stop, turn, tilt, slide or run up stairs.*



*NOTE: With all mouse controls, a SMALL MOUSE MOVE produces a SLOW SPEED and a LARGE MOUSE MOVE produces a FAST SPEED. You can not get more speed by "Revvng" the mouse. The best way to learn the controls is to start with VERY SMALL MOUSE MOVEMENTS and see how the system responds.*

*NOTE: The VIEW KEYS do not alter the walking direction but simply act as a "Head Turn" as long as the key is held down. When the key is released, the view will return to forward view. TO CHANGE YOUR WALKING DIRECTION to match the current view, DOUBLE CLICK the LEFT MOUSE BUTTON or SWITCH into INTERACTIVE MODE.*

**SUMMARY of Movement Mode controls.**

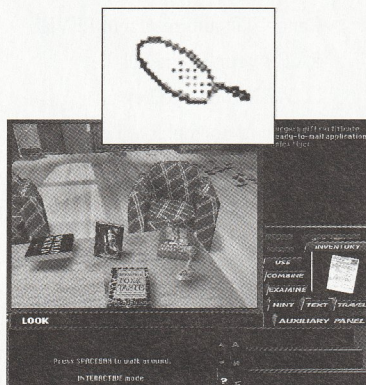
CONTROL	FUNCTION
Mouse FORWARD	Walk FORWARD
Mouse BACKWARD	Walk BACKWARD
Mouse LEFT	Turn LEFT
Mouse RIGHT	Turn RIGHT
LEFT BUTTON + Mouse LEFT	Slide LEFT
LEFT BUTTON + Mouse RIGHT	Slide RIGHT
UP ARROW	Tilt view UP
DOWN ARROW	Tilt view DOWN
TAB KEY	Cancel Tilt and return to LEVEL
LEFT SHIFT	RAISE your Eye Level
CTRL	LOWER your Eye Level
E	Return to normal Eye Level
<b>VIEW KEYS (must be held down)</b>	
A	Look LEFT 30 degrees
S	Look RIGHT 30 degrees
Z	Look to the REAR
Q	Look LEFT 90 degrees
W	Look RIGHT 90 degrees
D	Look DOWN 30 degrees
F	Look UP 30 degrees
Double click Left Button	Change walking direction to match VIEW
Switch to Interactive Mode	Change direction to match VIEW



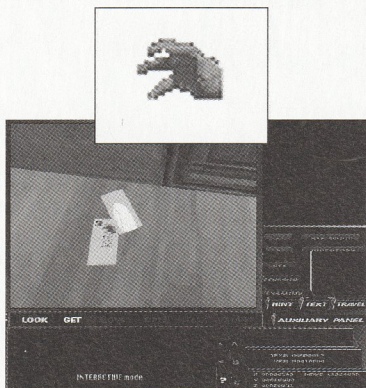
# 4

## CHAPTER

## Look-Get-Move-Open-Talk-On/Off



In order to LOOK at an object, the Magnifying Glass cursor must be displayed.



In order to GET an object, the Grasping Hand cursor must be displayed.

The *INTERACTIVE MODE* is where all *non-movement* interaction with objects and people takes place.

To use any of the following commands, you must be in *Interactive Mode*.

### Using the LOOK Command

The LOOK command allows you to *hear a verbal description of an object or person*.

Whenever the cursor is positioned over an important object, LOOK will light up in the Command Display and *the cursor will change to the MAGNIFYING GLASS*. If another command is available such as GET, MOVE, etc., it will also light up.

#### To use the LOOK Command:

1. While in the Interactive Mode, position the cursor over the object you want to LOOK at. *In order to LOOK at the object, the MAGNIFYING GLASS cursor must be displayed.*
2. To CHANGE CURSORS, click the RIGHT mouse button.
3. When the MAGNIFYING GLASS cursor is displayed, *click the LEFT mouse button.*

### Using the GET Command

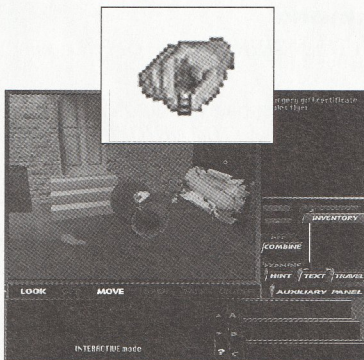
The GET command allows you to *pick up an object and add it to your inventory*.

Whenever the cursor is positioned over a GETTABLE object, GET will light up in the Command Display (along with Look). *The GET cursor is a GRASPING HAND.*

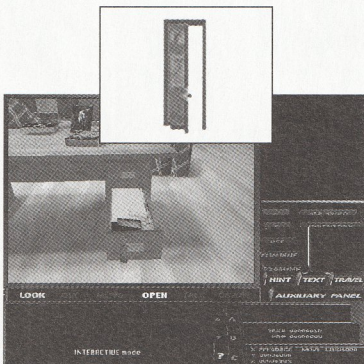
#### To use the GET Command:

1. While in the Interactive Mode, position the cursor over the object you want to GET. *In order to GET an object, the GRASPING HAND cursor must be displayed.*
2. To CHANGE CURSORS, click the RIGHT mouse button.
3. When the GRASPING HAND cursor is displayed, *click the LEFT mouse button.*

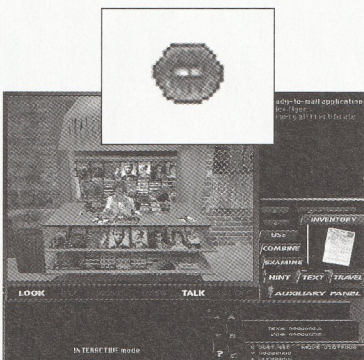




In order to MOVE an object the Hand Moving a Chess Piece cursor must be displayed.



In order to OPEN an object, the Opening and Shutting Door cursor must be displayed.



In order to TALK to a character the Talking Mouth cursor must be displayed.

## Using the MOVE Command

The MOVE command allows you to *MOVE an object*.

Whenever the cursor is positioned over a MOVEABLE object, MOVE will light up in the Command Display (along with Look). *The MOVE cursor is a HAND MOVING A CHESS PIECE.*

### To use the MOVE Command:

1. While in the Interactive Mode, position the cursor over the object you want to MOVE. *In order to MOVE an object, the HAND MOVING A CHESS PIECE cursor must be displayed.*
2. To CHANGE CURSORS, click the RIGHT mouse button.
3. When the HAND MOVING A CHESS PIECE cursor is displayed, *click the LEFT mouse button.*

## The OPEN Command

The OPEN command allows you to *OPEN objects such as doors, safes, drawers, etc.*

Whenever the cursor is positioned over an OPENABLE object, OPEN will light up in the Command Display (along with Look). *The OPEN cursor is an OPENING and SHUTTING DOOR.*

### To use the OPEN Command:

1. While in the Interactive Mode, position the cursor over the object you want to OPEN. *In order to OPEN an object, the OPENING/SHUTTING DOOR cursor must be displayed.*
2. To CHANGE CURSORS, click the RIGHT mouse button.
3. When the OPENING/SHUTTING DOOR cursor is displayed, *click the LEFT mouse button.*

## Using the TALK Command

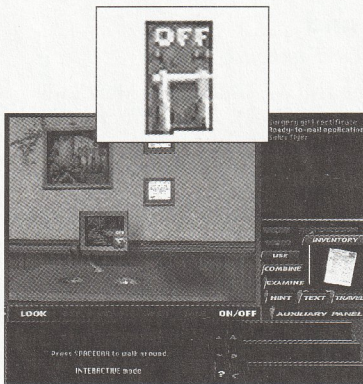
The TALK command allows you to *initiate a CONVERSATION with a character.*

Whenever the cursor is positioned over a CHARACTER you can talk to, TALK will light up in the Command Display (along with Look). *The TALK cursor is a TALKING MOUTH.*

### To use the TALK Command:

1. While in the Interactive Mode, position the cursor over the CHARACTER. *In order to TALK to a character, the TALKING MOUTH cursor must be displayed.*
2. To CHANGE CURSORS, click the RIGHT mouse button.
3. When the TALKING MOUTH cursor is displayed, *click the LEFT mouse button.*





In order to use the On/Off command, the Switch Turning On and Off cursor must be displayed.

## Using the ON/OFF Command

The ON/OFF command allows you to *TURN THINGS ON or OFF* (i.e. computers).

Whenever the cursor is positioned over an appropriate object, ON/OFF will light up in the Command Display (along with Look). *The ON/OFF cursor is a SWITCH TURNING ON AND OFF.*

### To use the ON/OFF Command:

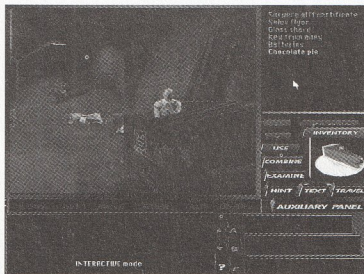
1. While in the Interactive Mode, position the cursor over an appropriate object. *In order to use the ON/OFF command, the SWITCH TURNING ON AND OFF cursor must be displayed.*
2. To CHANGE CURSORS, click the RIGHT mouse button.
3. When the SWITCH TURNING ON AND OFF cursor is displayed, *click the LEFT mouse button.*



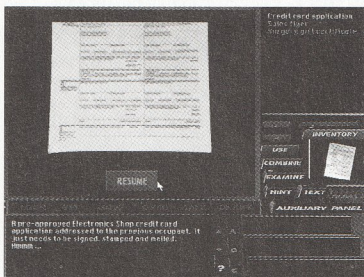
# CHAPTER

# 5

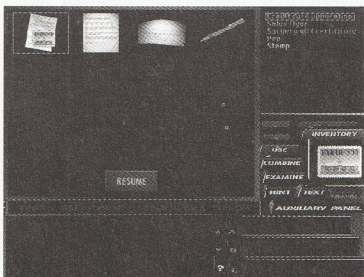
## Inventory



Reviewing your inventory.



Examining inventory items.



Combining inventory items.

The INTERACTIVE MODE is where all *non-movement* interaction with objects and people takes place.

To use any of the following commands, you must be in *Interactive Mode*.

### Reviewing your INVENTORY

When you *GET* an object (such as the stamp in the desk drawer in Tex's Office), the object is *added to the Inventory*. (To Get an Object, refer to *Using the GET Command* on page 16.)

To review your INVENTORY:

1. Click on the INVENTORY button to bring up the Inventory List.
2. Click on an item to highlight it and display a picture of it in the small window.
3. If there are more items in the list than can be displayed, the UP and DOWN arrows will become active. Click on the arrows to page up or down.

### EXAMINING Inventory Items

You should ALWAYS EXAMINE any object you pick up, since examining it may reveal another, more useful object.

To EXAMINE an Inventory Item:

1. Click on the INVENTORY button to bring up the Inventory List.
2. Click on an ITEM to highlight it.
3. Click on the EXAMINE button.
4. To exit the Examine Mode, click the Resume button.

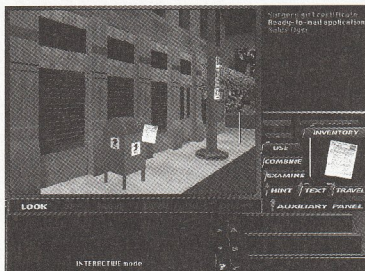
### COMBINING Inventory Items

In many instances throughout the game, *two or more inventory items need to be combined to create a NEW inventory item*.

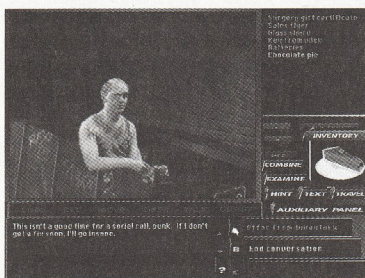
To COMBINE Inventory Items:

1. Click the Combine button. This will take you into the Combine Mode, and pictures of the inventory items will be displayed in the Action window.
2. Move the cursor over the first object you want to combine and click on it. *The cursor will change into the object.*

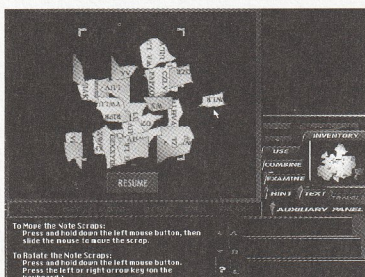




Using inventory items.



Offering inventory items.



Assembling notes.

*Note: Some note scraps may need to be rotated.*

- Now move the cursor over the second object and click again. This will combine the objects if possible. *If the objects will not combine, nothing will happen.*
- To cancel after clicking on the first object, click the right mouse button.
- To exit the Combine Mode, click the Resume button.

## USING Inventory Items

Most inventory items need to be used at some point in the game. For example, you may need to use a key on a locked door.

### To USE an Inventory Item:

- Click on the INVENTORY button to bring up the Inventory List.
- Click on an item to highlight it and display it in the small window.
- Click the USE button.
- Move the cursor into the Action window. The cursor will appear as the object you selected.
- Move the cursor over the recipient object in the Action window, and click the left mouse button.

## OFFERING Inventory Items to Characters

Some of the characters you meet in the program will not cooperate until you offer them something from your Inventory.

### To Offer an Inventory Item to a Character:

- When you reach the point in a conversation where the character is willing to accept something from you, OFFER FROM INVENTORY will appear as one of the A, B, or C responses.
- In the Inventory list, click on the item you want to offer. A picture of the object will appear in the small box on the right side of the screen.
- Click the OFFER FROM INVENTORY response. The character will automatically respond to your offer.

## ASSEMBLING NOTES in Inventory

Several times during your investigations, you will come across 'note scraps' which must be assembled.

### To Assemble Note Scraps in Inventory:

- Click on the INVENTORY button to bring up the Inventory List.
- Click on the scraps, shreds, etc. to highlight them.
- Click the EXAMINE button.
- Move the cursor over one of the note scraps and then press and hold the left mouse button.
- Drag the note scrap to the new location and release the button.

### To Rotate Note Scraps:

- Move the cursor over one of the note scraps.
- Press and hold the left mouse button.
- Press the left or right arrow key (on the keyboard).



# 6

## CHAPTER

## Conversations

Conversation is an essential part of the investigating process in *Under a Killing Moon*.

### Talking to Characters

When you first leave your office and arrive on the street, look around and find Chelsee, who runs a newsstand across from the Ritz Hotel. To talk to her, walk across the street, then follow the steps below:

#### To Initiate a Conversation:

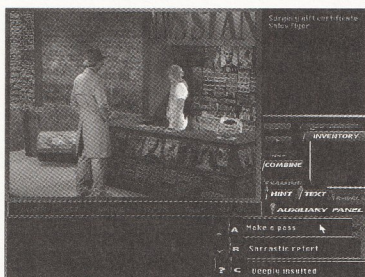
1. Make sure you are in Interactive Mode.
2. Move the cursor over Chelsee.
3. Click the right mouse button until the TALK command is highlighted in yellow and the TALKING MOUTH cursor is displayed.
4. Click the left mouse button and Chelsee will start the conversation.
5. When Chelsee finishes talking, three 'Response Attitudes' will appear in the boxes in the lower right corner of the screen. *Click the A, B, or C button (next to the Response Attitude boxes)*. Tex will respond to Chelsee.
6. To EXIT the conversation, you must continue the dialog until END CONVERSATION appears as a response or until the character ends the conversation. (This limited exit path is required so that the character will know how to respond to you should you meet again.)
7. Conversations with all characters are conducted in the manner described above.

### Asking Characters About Things

There are many paths your conversations can follow, but many lead to a point where you can ask the character about things. When this happens, ASK ABOUT will appear as one of the responses. Click this response and the Ask About List will appear. Click any subject in the list and the character will respond to your question.

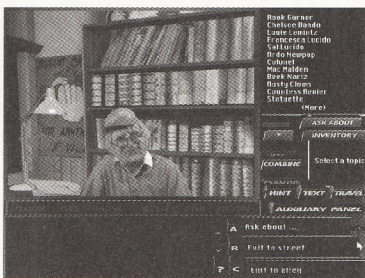
### Offering Bribes to Characters

Some of the characters you meet in the program will not cooperate until you get something for them. This makes it necessary for you to offer them something from your Inventory. Refer to "OFFERING Inventory Items To Characters" in Chapter Five.



Talking to Chelsee.

*Note: The text displayed in the Response Attitude boxes implies an attitude instead of the actual dialogue Tex will use. This allows you to have a good idea of what Tex will say without giving away the actual dialogue.*



Asking about things..

*Note: Eventually, the Ask About List will contain more subjects than can be displayed on one page. At this point the UP and DOWN arrow buttons will become active under the list box. Click the UP or DOWN arrow buttons to page up or down.*



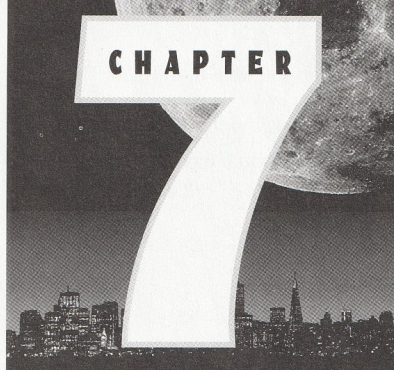
## Ending a Conversation

There are two ways to end a conversation. First, you may offend the character you're talking to and get booted out automatically (or killed in extreme cases). The other possibility is that you proceed to the point where END CONVERSATION appears as a response. *Early exit from a conversation is not allowed.*

## Saving Before Conversations

Saving before starting a conversation is a good idea for several reasons. First, if the conversation doesn't progress the way you would like, you can resume at the point immediately before the conversation and start again. Second, you may see an intriguing Response Attitude that you are curious to hear, but feel that you should use a different attitude. Saving before the conversation allows you to go back and see all the different possibilities. *Refer to the section on "Starting, Saving or Resuming a Game" in Chapter Ten.*





## Traveling

On the street where you live (Chandler Avenue), you can walk to a new location, open a door and go inside. *In order to travel to a location outside the street, however, you will need to use the Travel System.*

### Getting Your First Travel Location

When you start playing *Under a Killing Moon*, there are no travel destinations.

**To get your first travel destination:**

1. Walk to the front of the Brew & Stew.
2. Pick up the newspaper on the sidewalk.
3. In the Inventory, examine the newspaper.
4. Left click on the article titled *'Burglaries Baffle Police.'*
5. Click the Resume button to exit from the newspaper article.
6. Click the Resume button to exit the Examine screen.
7. The Police Station will now be available on the Travel Screen.

### Using the Travel System

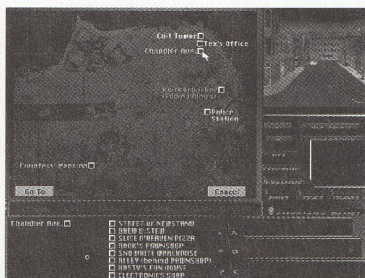
**To Use the Travel System:**

1. Click the Travel button. This will display the Travel Screen in the Action window.
2. On the Travel Screen, click the location you want to travel to. The button will flash yellow.
3. Click the *Go To* button.

**Important:** Some locations, such as the street on which Tex lives, are made up of multiple locations (i.e. the Pawnshop, the Electronics Shop, etc.). These multiple locations are called sub-locations.

**To Travel to a Sub-Location:**

1. Click the Travel button. This will display the Travel Screen in the Action window.



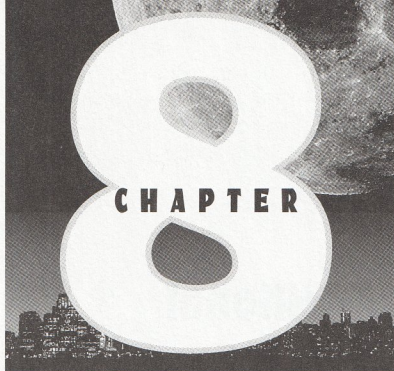
The Travel System.



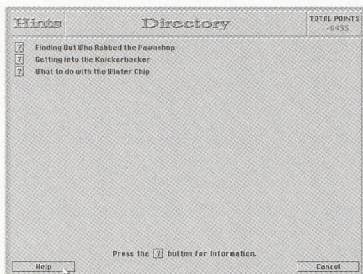
*Note: Sub-locations do not appear in the Travel System until you have gone to them once.*

2. On the Travel Screen, click the location you want to travel to. The *main location* will appear on the *left side* of the lower window. Any *sub-locations* (you've gone to) will appear on the *right side* of the lower window.
3. Click the button for the sub-location you want to travel to. The button will flash yellow.
4. Click the *Go To* button.

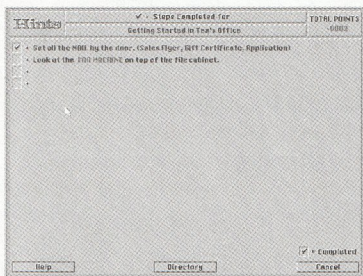




## The Hint System



Hint directory screen.



A sample hint screen.

*Note: When you ask for a hint, the line appears in black and will stay black until you have completed the step. All completed steps appear in blue. You cannot ask for another hint until you have accomplished the action for the previous hint.*



Close up of Total Points.

*Under a Killing Moon* features a multi-level Hint System which is designed to provide as much help as needed when playing the game. It is also designed to encourage the user to solve puzzles with as little help as possible.

### Using the Hint System

#### To Get a Hint:

1. Click the Hint button. This will display the *Hint Directory* screen. The topics listed are unresolved puzzles. This provides a *Level 1 Hint* and costs 1 point.
2. Find the puzzle you want a hint for and click on it. This will bring up the *Steps Completed For...* screen. This screen displays how many steps must be completed, and how many have already been completed. This provides a *Level 2 Hint* and costs zero points.
3. If you want a *Level 3 Hint* (tell me exactly what to do), click the button next to the blank line highest on the screen. A hint will appear. This costs you 4 points.

*Important:* The program uses a Point System in which you earn points by solving cases, getting objects, etc. *Each time you ask for a hint, you are penalized points. In order to earn a perfect score of 1000 points, you will need to complete the program without using hints.*

If you would rather run the program without using hints, you can prevent access to the Hint System.

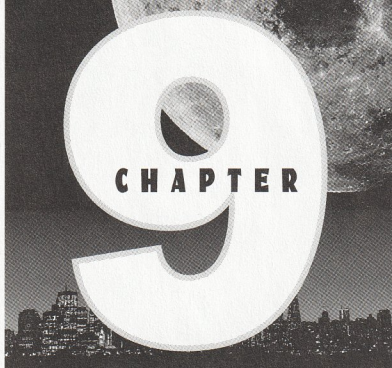
#### To Turn On/Off access to the Hint System:

1. Click the Auxiliary Panel button. This will display the Auxiliary Panel.
2. Click the Config button. This will display the Configuration screen.
3. On the Configuration screen, go to where it says Hints and click in the On or Off box.

### The Point System

There are many paths that take you to the end of the story, and there is a great deal to see and do in the program. To encourage you to investigate the program thoroughly, we have included a point system. Each time you solve a case or pick up an object, you are awarded a certain number of points. If you do everything possible in the program (and don't ask for any hints), you can reach a perfect score of 1000 points. Points are displayed on the side of the Control Panel and on the hint screens





## Hot Keys and Additional Options

The following Hot Keys and Options can be used while playing the game:

### Hot Keys

KEY	FUNCTION
<b>MISCELLANEOUS</b>	
F1 or ?	Bring up the <i>HELP SYSTEM</i>
F2	Display the movement mode graphics in <i>HIGH Resolution</i> .
F3	Display the movement mode graphics in <i>MED Resolution</i> .
F4	Display the movement mode graphics in <i>LOW Resolution</i> .
F5 or X	Turn <i>Captioning (Text)</i> On or Off
F7	Set the <i>Tilt Control</i> to <i>NORMAL</i> (Up Arrow key tilts up and the Down Arrow key tilts down)
F8	Set the <i>Tilt Control</i> to <i>REVERSE</i> (Up Arrow key tilts down and the Down Arrow key tilts up) (as in most flight simulators)
F10	Set <i>SLOW walking speed</i>
F11	Set <i>MED walking speed</i>
F12	Set <i>FAST walking speed</i>
Spacebar or Center Mouse button	<i>Switch</i> between <i>MOVEMENT</i> mode and <i>INTERACTIVE</i> mode.
Any Key	<i>Bypass</i> a movie sequence or voice over.
P	Pause a movie sequence or voice over. (Press any key to continue.)

### INTERACTIVE MODE

N	Bring up the <i>HINT SYSTEM</i>
V	Bring up the <i>TRAVEL SYSTEM</i>
I	Activate the <i>INVENTORY SYSTEM</i>



PgUp	Go to the <i>PREVIOUS PAGE</i> of Inventory Items or Ask About Topics
PgDn	Go the <i>NEXT PAGE</i> of Inventory Items or Ask About Topics
=	Bring up the <i>COMBINE SCREEN</i> (Inventory must be active)
E	<i>EXAMINE an inventory item</i> (Inventory must be active)
-	Go to the <i>PREVIOUS PAGE</i> of text in the TEXT WINDOW.
+	Go to the <i>NEXT PAGE</i> of text in the TEXT WINDOW.

### AUXILIARY PANEL

P	Open the <i>AUXILIARY PANEL</i>
C or Esc	Close the <i>AUXILIARY PANEL</i>
N	Start a <i>NEW GAME</i>
L	<i>LOAD A SAVED GAME</i> and <i>RESUME play</i>
S	<i>SAVE A GAME</i>
O	Go to the <i>CONFIGURATION SCREEN</i>
I	Run the <i>INTRO SEQUENCE</i>
R	Run the <i>CREDITS</i>
E	<i>EXIT TO DOS</i>

### CONVERSATIONS

A	Select <i>Response Attitude A</i>
B	Select <i>Response Attitude B</i>
C	Select <i>Response Attitude C</i>

### WINDOW SIZES

1	Size the Action window to <i>240x180</i>
2	Size the Action window to <i>320x240</i>
3	Size the Action window to <i>400x300</i>
4	Size the Action window to <i>432x324</i>
5	Size the Action window to <i>480x360</i>
6	Size the Action window to <i>560x420</i>
7	Size the Action window to <i>640x480</i>
8	Size the Action window to <i>640x240</i>
9	Size the Action window to <i>240x420</i>
0	Size the Action window to <i>280x480</i>

### COMMANDS (Interactive mode only)



NOTE: The VIEW KEYS do not alter the walking direction but simply act as a "Head Turn" as long as the key is held down. When the key is released, the view will return to forward view. TO CHANGE YOUR WALKING DIRECTION to match the current view, DOUBLE CLICK the LEFT MOUSE BUTTON or SWITCH into INTERACTIVE MODE.



The Sound Section of configuration screen.

L	Select the <i>LOOK</i> command if available
G	Select the <i>GET</i> command if available
M	Select the <i>MOVE</i> command if available
O	Select the <i>OPEN</i> command if available
T	Select the <i>TALK</i> command if available
F	Select the <i>ON/OFF</i> command if available

#### VIEW (Movement mode only—Key must be held down)

A	Look <i>LEFT</i> 30 degrees
S	Look <i>RIGHT</i> 30 degrees
Z	Look to the <i>REAR</i>
Q	Look <i>LEFT</i> 90 degrees
W	Look <i>RIGHT</i> 90 degrees
D	Look <i>DOWN</i> 30 degrees
F	Look <i>UP</i> 30 degrees

### Adjusting the Sound Volume

Two types of sound are used in the game: Digital Format and MIDI Music Format. Each type has independent volume and on/off control.

#### To Adjust the Sound Volume:

1. Click the Auxiliary Panel button. This will display the Auxiliary Panel.
2. Click the Config button. This will display the Configuration screen.
3. On the Configuration screen, go to the Sound section. There are two separate Volume and On/Off controls, one under Digital Sound Device and another under Midi Music Device.
4. Click the up or down arrow keys to raise or lower the volume.
5. To turn either sound Off, click in the Off box.

*Tip:* Use the Test button(s) to check the volume level before returning to the program.

### Turning the Captioning (Text) On and Off

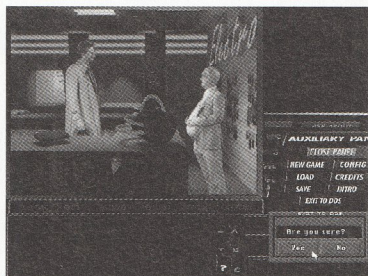
Captioning can be displayed in the Text box under the Action window, which allows the hearing impaired to enjoy the program. To those who don't need to read the text, it may be somewhat of a distraction.

**To Turn On/Off the Captioning:** Click the Text button.

*Tip:* You can also toggle the captioning by pressing the F5 or the X key.



*Note: The smaller the window size, the faster the movement will be. If you have a less powerful computer, you will probably want to use a smaller window when walking around. You can, however, resize the Action window at any time, even while moving. We recommend that users with slower computers use a smaller window when in Movement Mode and a larger window while in Interactive Mode.*



An example of Exiting the Game.

## Resizing the Action Window

There are ten different sizes in which the Action window can be displayed, ranging from small (240x180) to full-screen (640x480).

### To Resize the Action Window:

1. Click the Auxiliary Panel button. This will display the Auxiliary Panel.
2. Click the Config button. This will display the Configuration screen.
3. On the Configuration screen, go to Movement Mode in the Miscellaneous section. All ten window sizes are displayed.
4. Click the box to the right of the screen size you want.
5. Click the OK button to return to the program.

*Tip:* You can also resize the screen by pressing any of the keys from 1 to 0 on the keyboard. (See *Hot Keys* on page 26.)

## Exiting the Game

Some of our testers have found that, even while playing *Under a Killing Moon*, they occasionally need to eat, sleep, etc. And if you gotta go, you gotta go.

### To Exit the Game:

1. Click the Auxiliary Panel button. This will display the Auxiliary Panel.
2. Click the *Exit to DOS* button. A warning box will be displayed, asking if you're sure.
3. Click the Yes button.

## Playing the Intro or Credits

The introduction sequence is only played when you start a new game. You can view it along with the credits for *Under a Killing Moon* at any time by doing the following:

### To Play the Intro or Credits:

1. Click the Auxiliary Panel button. This will display the Auxiliary Panel.
2. Click the INTRO or CREDITS button.
3. The corresponding Video Sequence will play. *You can bypass this or any video playback at any time by pressing the spacebar and you can pause at any time by pressing P.*



# 10

## CHAPTER

## Starting/Saving/Resuming a Game

As all experienced game players know, saving is essential in games like *Under a Killing Moon*. This chapter discusses how to Start a new game, how to Save a game, and how to Resume a previously saved game.

### Starting a New Game

The first time you start a new game, you will need to enter your name. If you start another new game at a later time, you can play under the same name if you wish or use a different name.

#### To Start a New Game under a New Player Name:

1. Click the Auxiliary Panel button to open the Auxiliary Panel.
2. Click the New Game button. The Ready to Start a New Game box will be displayed.
3. Press the Backspace key if necessary to delete the name in the Player Name box.
4. Type in a new player name.
5. Click the OK button. A new game will automatically begin.

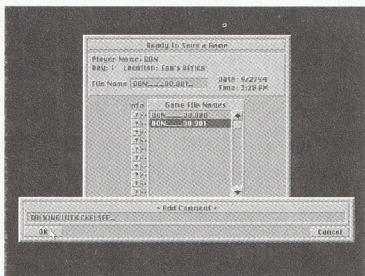
#### To Start a New Game under an Existing Player Name:

1. Click the Auxiliary Panel button to open the Auxiliary Panel.
2. Click the **New Game** button. The Ready to Start a New Game box will be displayed.
3. If the correct Player Name is displayed in the Player Name box, go to step 5.
4. If you want to use a player name from the Name List box, click the name to highlight it.
5. Click the OK button. A new game will automatically begin.

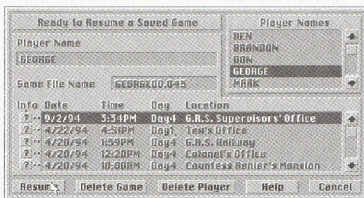


Starting a New Game.





Saving a Game.



Resuming a Saved Game.

*Note: If there are more saved games than can be viewed at once in the Saved Games box, use the scroll bar to the right of the box.*

## Saving a Game

### To Save a Game:

1. Click the Auxiliary Panel button to open the Auxiliary Panel.
2. Click the **Save** button. The Ready to Save a Game screen will be displayed.
3. Click the Increment File Name and Save button. The Add Comment box will be displayed.
4. If you choose to add comments to the saved game, file such as who you've talked to and what you've found out, type them in.
5. Click the OK button.

## Resuming a Saved Game

### To Resume a Saved Game:

1. Click the Auxiliary Panel button to open the Auxiliary Panel.
2. Click the **Load** button. The Ready to Resume a Saved Game box will be displayed.
3. All saved games are filed under Players' Names. In the Player Names box, click the **player name** under which the game was saved. The name will appear on the left, and all the games saved under that name will be displayed in the saved games box below.
4. In the saved games box, find the game you want to load and click on it.
5. Click the Resume button.

## Viewing Saved Game Information

Each time a game is saved, information about where you were in the game is also saved. This information is useful when you want to resume a game, because it will help you remember which game to Load.

### To View Information for Saved Games:

1. Click the Auxiliary Panel button to open the Auxiliary Panel.
2. Click the Load button. The Ready to Resume a Saved Game box will be displayed.
3. All saved games are filed under Players' Names. In the Player Names box, click the player name under which the game was saved. The name will appear on the left, and all the games saved under that name will be displayed in the saved games box below.
4. Click and hold the Info button adjacent to one of the saved games. An information box will appear containing the Player Name, Game File Name, Date, Time, Day, and Location, with the Comment shown at the bottom (if you added a comment when you saved the game).

### Description of the Saved Game Information:

**Player Name:** The name of the player who saved the game.

**Game File Name:** The name of the file which contains the saved game.

**Date:** The date the game was saved. (From the computer's internal calendar)

**Time:** The time the game was saved. (From the computer's internal clock)



*Note 1: You cannot delete the name of the player who is currently playing.*

*Note 2: Deleting a Player will also delete all games saved under that name.*

**Day:** The day refers to your point in the game chronologically when it was saved. Since the action in *Under a Killing Moon* is divided into seven days, the Day number will be 1, 2, 3, 4, 5, 6, or 7.

**Location:** The location refers to your physical location in the game when it was saved.

**Comment:** When you saved the game, you were given an opportunity to add your own comment to help clarify the point at which the game was saved.

## **Deleting Players and Saved Games**

### **To Delete a Player:**

1. Click the Auxiliary Panel button to open the Auxiliary Panel.
2. Click the Load button. The Ready to Resume a saved game box will be displayed.
3. In the Player Names box, click the name of the player you want to delete.
4. Click the Delete button. A warning box will be displayed.
5. Verify that the name is correct and click the Yes button.

### **To Delete a Saved Game:**

1. Click the Auxiliary Panel button to open the Auxiliary Panel.
2. Click the Load button. The Ready to Resume a saved game box will be displayed.
3. In the saved games box, click on the game you want to delete.
4. Click the Delete button. A warning box will be displayed.
5. Verify that the game is the correct one and click the Yes button.



# 11

## CHAPTER

## Easy Play Option

If you're not much of a traditional game player, but would still like to explore the Virtual World and see the Movie Scenes in the game, there is a way to See the Game with very little puzzle solving effort.

This option is called *Easy Play* and will allow you to enter the story at the beginning of each of the Seven Days and proceed from that point. All inventory items and other information from the previous days will be available. By using the *Hints*, and the *Easy Play* option you will be able to travel to most locations and see most movie scenes without much *Brain Work*.

**WARNING:** Playing this way will significantly reduce the overall continuity of the game, and may diminish your enjoyment of it. It can most certainly ruin the ending for you.

### To use the Easy Play option:

1. Click on the Auxiliary Panel to open it.
2. Click on the Load button. The Ready to Resume a Saved Game box will be displayed.
3. In the Player Names box, click on the player name of EASY. EASY will appear in the Player Name box, and the games EASY\_\_00.001 (Day 1) through EASY\_\_00.007 (Day 7) will appear in the Saved Games box.
4. Click on the game that represents the Day you'd like to start playing. For example, clicking on EASY\_\_00.003 will start you at the beginning of Day 3.
5. Click the Resume button.

**IMPORTANT:** After using Easy Play for a while, you'll become familiar with the controls and how to play the game. At that point we strongly suggest that you begin a New Game under your own name (See page 30). *You'll enjoy a new level of entertainment if you play Under a Killing Moon from start to finish.*



# 12

## CHAPTER

## Technical Reference

Before calling our tech support lines, be sure to read the following sections carefully. This chapter contains important information about the operation of the program which may help answer questions or solve problems.

### The Configuration System

The configuration system is accessed through the Auxiliary Panel, via the Config button. Here the user can test the CD-ROM, Video, and Sound hardware and set up the game to suit their hardware and personal playing preferences.

#### To bring up the Config Screen:

1. Click on the Auxiliary Panel Button to open the Auxiliary Panel.
2. Click on the Config button to bring up the Configuration Screen.

There are five sections on the Configuration screen:

#### CD-ROM Section

The CD-ROM section is designed to allow users with multiple drives or CD changers to make use of the extra devices when playing the game. This feature can be used to reduce disk swapping by having more than one disk available simultaneously. It can also be used to easily switch drives for game play. (In a multi-drive configuration.)

**Drive Assignments:** Each disk is assigned a drive letter. When the game is installed, the program assigns all 4 disks to the CD-ROM drive letter that was used for installation. If you have multiple drives or a changer, you can assign a separate drive letter to each disk. Use the ARROW BUTTONS to change drive letters.

#### Example 1:

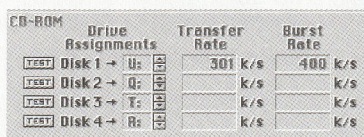
If you have two CD-ROM drives with drive letters E: and F:, you may want to assign **DISK 1 = E: DISK 2 = E: DISK 3 = F: DISK 4 = F:**

#### Example 2:

If you have a 6 disk CD changer with drive letters E,F,G,H,I,J; you can assign

**DISK 1 = G: DISK 2 = H: DISK 3 = I: DISK 4 = J:**

**IMPORTANT:** If you set the disks to run on different drives, you must make sure the correct disks are in the corresponding drives.



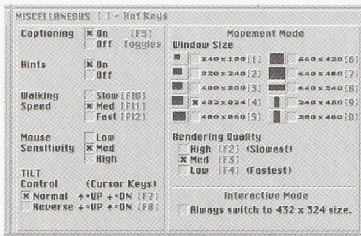
CD-ROM	Drive Assignments	Transfer Rate	Burst Rate
TEST	Disk 1 → U:	301 k/s	400 k/s
TEST	Disk 2 → Q:	k/s	k/s
TEST	Disk 3 → T:	k/s	k/s
TEST	Disk 4 → R:	k/s	k/s

CD-ROM section of configuration screen.





Memory and video section of configuration screen.



Miscellaneous section of configuration screen.

**Transfer Rate And Burst Rate:** These are the two most important performance characteristics of CD-ROM drives.

Transfer rate is the rate at which data comes off the disk into the drive's internal buffer. Burst rate is the rate at which data is sent to the CPU from the internal buffer. Transfer rates vary from 150 KB/sec (single spin) to 600 KB/sec (quad spin). Burst rates vary from 300 KB/sec to 2MB/sec. Higher rates are better. Transfer rates below 150 KB/sec and burst rates below 300 KB/sec may cause poor display performance, especially if associated with a slow video card.

Click the TEST button to test the performance of the indicated drive.

### MEMORY Section

The memory section reports the amount of Extended Memory available while the program is running. If the extended memory is below 8000 KB (8 MB), the graphics for the VR scenes (movement mode) will automatically scale to fit into the available space. The lower this value (below 8000 KB), the more scaling that occurs and the more blocky the appearance of the scene. *Low extended memory may also result in loss of some features such as digital drums and environmental sounds.* You may be able to increase the amount of extended memory available by removing or reducing the size of DISK CACHES, RAM DRIVES, etc. For information on how to make more memory available, see *Graphics Are Blocky During Room Searches* on page 45.

### VIDEO Section

The video section reports the *speed of the Video Display System* (the rate at which video images can be placed on the screen). This is a function of both the speed of the VIDEO CARD and the speed of the CPU and has a significant effect on the playback of the movie sequences. Very slow video may cause the playback to be "choppy" and may cause the sound to break up. *Click on the TEST button to check the performance of the video system.* Values below 5000 k/s are considered slow. Values above 12000 k/s are considered fast.

### MISCELLANEOUS Section

The Miscellaneous section contains play options that can be set according to your personal preference. These include: Captioning, Hints, Walking Speed, Mouse Sensitivity, Tilt Control, Window Size, Rendering Quality, and the Interactive Mode switching.

**Captioning:** Turn this option ON to print TEXT along with digital speech. *Hot Key: F5 or X key*

**Hints:** *Under a Killing Moon* has a built-in ON LINE HINT SYSTEM. If you would prefer to restrict access to the hint system, select OFF. Even if you choose to have the Hint System ON, you are not required to use it.

**Walking Speed:** This refers to your speed of travel while in MOVEMENT MODE. Selecting LOW will give you greater control. Selecting HIGH will allow you to move faster.

*Hot Keys:                      Slow=F10                      Med=F11                      Fast=F12*

**Mouse Sensitivity:** Mouse Sensitivity refers to how quickly and to what degree the mouse responds when you move it. Select LOW, MED or HIGH sensitivity.



*Note: If you want smoother movement (faster frame rates), select a smaller window size.*



Sound section of configuration screen.

**Note:** To hear all the sounds in the game, you must set both devices. The Digital Sound Device is required. The MIDI Music Device is not required, but recommended.

**Tilt Control:** While moving around in *Under a Killing Moon*, you can tilt the view up or down. The Tilt Control option sets the controls to operate in Normal or Reverse mode.

Normal: UP Arrow=UP DOWN Arrow=DN Hot Key: F7

Reverse: UP Arrow=DN DOWN Arrow=UP Hot Key: F8

**Note:** This option is available because many users are accustomed to flight simulators which use the up arrow to pitch down and the down arrow to pitch up.

**Window Size:** The size of the display window while in movement mode can be adjusted to any of 10 different sizes. Click the box next to the size you want or press the corresponding HOT KEY (1-0).

**Rendering Quality:** Select HIGH, MED or LOW quality. The rendering speed for high quality is slowest while the rendering speed for low quality is fastest.

*Hot Keys: High=F2, Med=F3, Low=F4.*

**Interactive Mode (Always switch to 432x324):** Activate this option to return to full size in INTERACTIVE mode even if movement mode is set to a small size.

### SOUND Section

*Sounds in the game are stored in two separate formats and each format is used for a different purpose. All speech, digitized music and sound effects are stored in Digital format while the background music is stored in MIDI Music format. The Digital format is played by the Digital Sound Device and the MIDI Music format is played by the MIDI Music Device.*

The Sound section (located on the lower left side of the screen) contains the information for the *Digital Sound Device* and the *MIDI Music Device*. Both devices have a Test button, Volume control and On/Off check boxes.

*To Turn the Sound On or Off:* Click in one of the check boxes.

*To Test the Sound:* Click the TEST button.

*To Adjust the Volume:* Click the Up or Down Arrow buttons.

**Tip:** Since the Digital Sound and the Midi Music often play simultaneously, adjust the volume levels so the music won't drown out the speech.

**To Configure the Sound:** Click on the Set Sound Device button. This will bring up the sound setup screen. (Refer to the section on *Configuring the Sound*, below.)

## Configuring The Sound

*Most sound cards can function as both the Digital Sound Device and the MIDI Music Device and can play both formats simultaneously. Therefore, setting up your sound system normally involves identifying which card you have and finding the correct hardware configuration (I/O Ports, Interrupt, and DMA channel).*

### Setting the DIGITAL SOUND DEVICE (must be set)

Click OK if necessary to bring up the screen that says *Digital Format*. This is where you select the *Digital Sound Device*. Highlight your device (card) in





Sound section of configuration screen.

**Note 1—Lock Ups:** Some sound cards do not react well to the interrogation process and may lock up the computer. If this happens, reboot and try **AUTO DETECT** again. The program keeps track of combinations which cause a lock up (during Auto Detect) and will not try that combination again. If you install a new sound card, be sure to click the **CLEAR LOG** button before using **AUTO DETECT**.

**Note 2—Phantom Detections:** Some sound cards can be mistaken for other cards. This produces what is called Phantom Detections. The **AUTO DETECT** process appears to find a card that really isn't there and the **SOUND TEST** doesn't work (of course). In this case you should try **AUTO DETECT** again and select **CONTINUE** rather than **ACCEPT** when the program pauses on the phantom card.

the *Device List* by clicking on it. If you do not know which device or which settings to use, click the **AUTO DETECT** button (See below). Use the UP or DOWN arrow buttons to change the I/O Port, Interrupt and DMA channel settings.

Test the device by clicking the **SOUND TEST** button. If you hear digitized speech then the test was successful and you should click **OK to continue**. If you do not hear any speech, the test was not successful. You may want to try other I/O, Interrupt and DMA settings, or you may want to try **AUTO DETECT** again.

### Setting the MIDI MUSIC DEVICE (should be set)

Click **OK** or **CONTINUE** if necessary to bring up the screen that says *Midi Music Format*. Here you will select the *Midi Music Device*. Usually, the same card you selected as the Digital Sound Device can function as the MIDI Music Device. If so, it will already be highlighted in the Device List. You can keep this device or select another device by clicking on it. Then use the UP or DOWN arrow buttons to set the I/O Port. If you have enough memory, the *Digital Drums* checkbox will appear. Make sure this box is checked if you wish to have Digitized Drums with your MIDI Music. Now Test the device by clicking the **SOUND TEST** button. If you hear music, then the test was successful and you should click **OK to continue**. If you do not hear music, the test was not successful. You may want to try other I/O Port settings.

### Using the AUTO DETECT feature (Digital Sound Device only):

If you do not remember which sound card you have (a common problem) or which settings to use for the Digital Sound Device (a very common problem), you can ask the Sound Module to find out for you.

This feature is called **AUTO DETECT** and works as follows:

The program has a list of sound cards and it knows how each card is supposed to respond when interrogated. Starting with the most common card, the program checks to see if it is out there. If there is no response, then the next most common card is checked and so on. If the card does respond, then the appropriate settings are retrieved and the program pauses and displays the name of the card and the settings. At this point you can click the **ACCEPT** button to stop the **AUTO DETECT** process or click the **CONTINUE** button to keep trying.



## The CONFIG.INI File

The CONFIG.INI file contains all the game configuration data. This file is an ASCII text file and can be modified by the experienced user to change the game configuration. Some options in the CONFIG.INI are not available via the Configuration Screen Interface (within the game).

Please be careful when changing these parameters, as incorrect values can cause unpredictable results. *To restore the system to the Default Configuration, simply delete the CONFIG.INI file and run the game.*

The following is a *sample* listing of the CONFIG.INI file, with descriptions of the configuration options available.

### Listing

#### [DIGI\_CONFIG]

BoardNum=3  
IoAddr=0x220  
DMA=5  
Int=5  
Volume=100

#### [MIDI\_CONFIG]

BoardNum=1  
IoAddr=0x388  
DigiDrums=Yes  
Volume=100

#### [SYSTEM]

LastPlayer=JOHN  
Pass=1  
ChainInt8=Yes  
ChainInt1C=Yes

#### [PREF]

Hints=On  
Captioning=Off  
WalkingSpeed=Med  
MouseSens=Med  
TiltCtrl=Reverse  
WindowSize=4  
Rendering=High  
Auto432x324=Off  
CyberMouse=Off  
MPEG=Off  
ForceScaling=Off

#### [VIDEO]

TransferRate=8000  
DirectDrive=0

#### [DEBUG]

Logfile=debug.log  
Mono=Off  
Display=Off  
Printer=Off  
SectionFlag=Off

### Description

#### Digital Sound Device

Board # (from SOUND.INF file)  
I/O Port Address  
DMA Channel  
Interrupt # (IRQ)  
Volume (0-100)

#### MIDI Music Device

Board # (from SOUND.INF file)  
I/O Port Address  
Digital Drums On/Off (if mem > 4MB)  
Volume (0-100)

#### System Settings

Name of Last Player  
If Pass=0, go direct to sound config  
Chain to Interrupt 8 after we're done  
Chain to Interrupt 1C after Int 8

#### Preferences

Hints = On/Off  
Captioning (Text) = On/Off  
Walking Speed = Slow/Med/Fast  
Mouse Sensitivity = Low/Med/High  
Tilt Control = Normal/Reverse  
Window Size = 1-2-3-4-5-6-7-8-9-0  
Rendering Quality = Low/Med/High  
Auto Switch to Size 4 Window = On/Off  
Use CyberMouse for Control = On/Off  
Use MPEG board (Not operational)  
Use pre-scaled data (Not operational)

#### Video Section

Video Speed Benchmark (for info only)  
If =1, do not use VESA (Not operational)

#### Debug Section (for tech support)

Name of Log File  
Monochrome Display = On/Off  
Display Debug Info = On/Off  
Print Debug Info = On/Off  
Turn Section Flag On or Off



#### [CD\_MAP]

Disk1=E

Disk2=F

Disk3=G

Disk4=H

AvailableCDs=DEFGHIJ

#### CD-ROM Mapping Section

Drive Letter where Disk 1 is found

Drive Letter where Disk 2 is found

Drive Letter where Disk 3 is found

Drive Letter where Disk 4 is found

Not included for normal operation.

Available drive letters. Adding this line will cancel search for CD-ROM drives, and program will assume drive letters are valid. To run on a network, place net drives here.

## Graphic Performance and Quality

*Under a Killing Moon* has two graphic display systems, the *Virtual Reality Engine* and the *Movie Scenes Engine*. The performance and quality of each is affected differently by various hardware configurations.

**The Virtual Reality Engine (VR)** is the graphic display system that moves the user around in a room or other environment. *The speed of the CD-ROM drive has no influence on the speed of the VR* (other than the time required to load the room).

*Machine Speed and Video Card Speed are the two factors which determine the Speed of the VR (smoothness or jerkiness).* To obtain the best performance (highest frame rate), reduce the screen size in the Movement Mode by pressing 1, 2, or 3 on the keyboard. A user with a 386 computer may have to set a small screen size (press 1 or 2 on the keyboard), while users with Pentium 90's and a fast video card should be able to run at full screen. Also, computers with Local Bus video will have a significant advantage over those with standard ISA bus video.

*The amount of Extended Memory Available is the factor which determines the Quality of the VR (blockiness).* *Under a Killing Moon* has VR rooms which will use up to 8 MB of extended memory if you have it. To see all the VR graphic data in the game as detailed as it can be, requires approximately 8 MB of available extended memory while running. *To check your available memory, go to the Configuration screen. (See page 34)* If you only have 8 MB of RAM in your computer, you will not be able to get 8 MB free when running. You should free up as much as possible however. The VR graphics will *scale to fit* in whatever amount of free memory you have. If you can get 6 MB free, your graphics will still look great, and most people will not notice a difference. *To make more memory available*, disable any *Disk Cache* or *Ram Drives* (i.e. SMARTDRV or RAMDRIVE) or other programs which reserve significant amounts of extended memory. This may also include *Memory Managers*. *Under a Killing Moon* uses a 32 bit DOS Extender and does not require a memory manager. Also free up as much DOS (lower 640k) memory as possible by removing non-critical TSR programs. The program will use the lower memory first, before it starts to use the extended memory. One way to free up more DOS memory is to make a *Boot Disk* that contains only essential drivers and data. Once the Boot Disk is created, you simply restart the computer with the Boot Disk in the floppy drive. This method can make more memory available by *cleaning up* the boot process. You can return the computer to its normal state by removing the *Boot Disk* and then resetting the computer. A special *Boot Disk Maker* is provided with this program to



assist in this process. To use it, go to the *MOON* directory and type: **BOOT [enter]**. Be sure to have a floppy available for use as the *Boot Disk*.

**The Movie Scenes Engine** is the graphic display system which plays the Audio/Video scenes. This system is used during the introduction sequence, conversations, and in many other parts of the game. Graphic and sound data for these scenes is interleaved on the CD and streams into the computer to be displayed by the video card and played by the sound card. The four components affecting performance here are the *CD-ROM's Transfer Rate* and *Burst Rate*, the *Video Card Speed*, and the *CPU Speed*. If any one of these is slow, the movie scenes suffer. Symptoms include, jerky video and sound which breaks up. The sad part is that any machine (regardless of the CPU) that has a slow CD-ROM burst rate or video card can exhibit poor performance. *Under a Killing Moon* will help you *benchmark* your system to make you aware of any performance bottlenecks. Refer to the section titled *The Configuration System* on page 34 for more information on testing the performance of your CD-ROM drive and video card. *The amount of memory available has no effect on the performance or quality of the movie scenes.*



# 13

## CHAPTER

## Frequently-Asked Questions

### ***Why did it take 4 CDs to make this game?***

When we began the *Under a Killing Moon* project, we threw away all previous conceptions of an interactive movie, including size. Our mission was to combine the best of what a Movie has to offer (story, pacing, character depth, intrigue, humor, special effects, sound) with the best that a Computer Game has to offer (Virtual Reality, interactive participation, multi-path development). We had never done a project even close to this size before. Our largest game to this point was Countdown which required approximately 21 MB of hard disk space. UKM represents approximately 2.3 GigaBytes of data. That is over 100 times the size of Countdown. When we could see that the game would require more than 3 CDs, we had to decide whether or not to cut scenes. We decided not to cut, but to go to 4 CDs and duplicate often needed files to reduce the frequency of disk swapping.

### ***I don't like to solve puzzles, but I would really like to explore the rooms and see the movie scenes. Is there a way for me to do that?***

Yes. We have included seven special Saved Games that will allow you to start play at the beginning of each of the Seven Days. This option is called Easy Play and all inventory items and other information from the previous days will be available. By using the Hints, and the Easy Play option you will be able to travel to most locations and see most movie scenes without much Brain Work.

*Refer to Chapter Eleven, Easy Play Option.*

### ***I saw the Demo of this game at a store and it looked great, but on my machine, the graphics seem much more blocky. What's wrong?***

Not enough available memory.

*Refer to Chapter Fourteen, Problems and Solutions—Graphics are blocky during room searches, page 45.*

### ***Why does my sound break up occasionally?***

Slow CD-ROM drive or Video Card.

*Refer to Chapter Fourteen, Problems and Solutions —The Sound Breaks Up, page 44.*

### ***The manual talks about Digital Drums, but where do I turn them on?***

If you have enough Extended Memory, Digital Drums can be added to your MIDI Music Device to create a more realistic music track. This option will



*Note: When Extended Memory available gets below 4000k (while running), the environmental sounds and the digital drums are not allowed to load and the Digital Drums check box will not appear on the Set MIDI Music Device screen.*

automatically appear when you set up your MIDI Music Device. Place a mark in Digital Drums check box to turn the drums on. *See page 37 for more information.*

***When I walk around, the movement is slow and jerky. What is wrong?***

Your CPU and/or Video Card is too slow.

*Refer to Chapter Fourteen, Problems and Solutions—When walking around, the movement is very slow and jerky, page 45.*

***My sound is okay, but I'd really like to have better sound. What can I do?***

Digital sound in *Under a Killing Moon* (speech, digitized music, and sound effects) was recorded at 22 kHz in 16 bits. This means that to play it back at that quality, you need a 16 bit sound card and a good set of speakers. You could also incorporate a MIDI Music Device that can do high quality FM synthesis or wave table synthesis. See your local retailer for help in choosing good sound hardware or call our technical support department.

***What can I do to make the game run faster and smoother?***

Upgrade your hardware. This may mean one component or your entire system. *Please refer to the section titled Hardware Upgrade Suggestions on page 47.*

***I want to upgrade my system. Should I buy a 486DX2 66 or a Pentium or what?***

*Please refer to the section titled Hardware Upgrade Suggestions on page 47.*

***I don't like to swap disks. Can I use another CD-ROM drive with the game and how hard will it be to hook one up?***

You can use multiple CD-ROM drives or a CD-ROM Disk Changer such as the six disk Pioneer DRM 602X or DRM 604X.

In a multiple drive system, you can install additional internal or external drives. In most cases this requires that you install a SCSI (scuzzy) adapter card in your computer. One SCSI adapter can control up to seven SCSI devices such as CD-ROM drives, hard disks, removable drives, etc. This is not a difficult task if the components are compatible, and the newer SCSI adapters from companies such as Adaptec and Future Domain seem to do a better job than in the past. It would be a good idea before buying a SCSI adapter and SCSI drives that you make sure you can get help if you need it. They can sometimes be real tricky. The good thing about SCSI is that once you get the adapter working, it is normally easy to add extra drives and other components to your system. Talk to your local dealer.

In a Disk Changer configuration the device normally appears to DOS simply as extra drive letters. For example the Pioneer DRM 602X is a six disk (SCSI) system and might appear as drive letters E., F., G., H., I., and J.. The magazine holds six CDs at a time and there is a short delay (6-10 sec) while the changer swaps disks.

*Under a Killing Moon* will allow you to assign separate drive letters to each of the four CD-ROM disks so you can make use of either setup. *Refer to Chapter 12, page 34.*



### **What is VESA Local Bus and PCI Local Bus. Which is best and do I need one?**

VESA Local Bus (VLB) is a local bus standard set forth by the Video Electronics Standards Association. PCI Local Bus (PCI) is a local bus standard set forth by INTEL. Both are widely accepted and many manufacturers produce hardware for both VLB and PCI. Both are good. VLB has been around a little longer and is a little more established, while PCI is newer and has the potential to run at higher speeds than the current VLB. To obtain maximum performance you definitely want a computer with a motherboard, hard disk controller, and video card that are either VLB or PCI Local Bus.

### **Is there any way to capture screens from the game?**

Yes. To capture a screen, press **ALT-C**. The screen will be saved into the \MOON directory as a 640x480, 8 bit color-mapped TARGA file called SCR00000.TGA. Subsequent captures will save as SCR00001.TGA, SCR00002.TGA and so on. Capture works anywhere in the game including VR Rooms and Movie Scenes. The capture routine is very fast, so don't hold the keys down very long or you'll capture more than one copy of the same screen.

*Note:* The screen capture is an 8 bit color-mapped TARGA file (Type 1). A 640x480 screen produces a 307986 byte file that will load directly into AutoDesk's Animator Pro, Aldus PhotoStyler, and most other paint or publishing programs.

### **I'm having a problem with the game. Should I try to solve it myself or call your technical support department?**

If you're having problems, do the following:

1. *Read the Manual.* We have tried to answer as many questions as possible regarding playability and technical problems in the manual. If you think your problem is a technical one, read chapters 1,12,13, and 14 carefully before calling.
2. Before you call, determine if the problem is a *how to play* question or a *technical* question. If the problem is technical, try to compile as much information about your system as possible and have it handy for reference as you talk to the support technician. Information such as the type and speed of your CPU, how much RAM you have, the brand and speed of your CD-ROM, and the brand of your sound card will help a lot in solving your problem. A printout of your CONFIG.SYS and AUTOEXEC.BAT files would also be very useful. The more you can tell him or her, the faster the problem can be diagnosed and solved. *If you are a computer novice and don't know how to get the above information, don't worry. Just call us, and our courteous technicians will help you through it. It will just take a little longer.*
3. Try to be at the computer as you call.
4. Call our Technical Support Hotline. *See chapter 14, page 49.*



# 14

## CHAPTER

## Trouble Shooting and Technical Support

### Problems and Solutions

**Problem:** When I try to install the game, it says that I don't have a VESA driver.

**Cause:** The program could not find a VESA driver either in ROM or in memory. A VESA compatible video card and driver is required to play the game.

**Solution:** Run the program called SETVESA as follows:

1. Make sure Disk #1 is in your CD-ROM drive.
2. Switch to your CD-ROM by typing: **D: [Enter]** where **D:** is the drive letter of your CD-ROM.
3. Run SETVESA. Type: **SETVESA [Enter]**
4. Follow the instructions on screen to install a VESA driver for your video card.

**Problem:** When I try to run the game, it says that I don't have enough memory.

**Cause:** You do not have enough available memory to allow the game to run.

**Solution:** Refer to the problem titled, *Graphics are blocky during room searches* below. The solution to both problems is the same.

**Problem:** The Sound breaks up.

**Possible Cause 1:** Your CD-ROM is too slow.

Go to the Config screen and check the Transfer Rate and the Burst Rate of the CDROM. The Transfer Rate should be at least 150 k/s and the Burst Rate should be at least 375 k/s. If the rates are lower than this, then your CD-ROM drive is too slow and your sound may break up because the data cannot be read fast enough.

**Solution 1:** Get a faster CD-ROM drive. The newer double spin CD-ROM drives have transfer rates of at least 300 k/s and burst rates of at least 500 k/s. See your local dealer for help in selecting a CD-ROM drive and interface card.

**Possible Cause 2:** Your Video Card is too slow.

Go to the Config screen and check the Video Speed. It should be above



5000 k/s. If it is not, then you have a slow video card.

**Solution 2:** Get a faster Video Card. See your local dealer for help and be sure to get a card that is fast in DOS as well as windows.

**Problem: Graphics are blocky during room searches.**

**Cause:** Not enough available memory.

Go to the Config screen and check the Extended Memory. If you have less than 8000K available, the graphics have to scale to fit into memory and the more scaling that occurs, the more blocky the appearance.

**Solution:** Free up as much extended memory as you can by removing any Disk Cache or Ram Disk programs (i.e. SMARTDRV or RAMDRIVE). Also free up as much DOS (lower 640k) memory as possible by removing non-critical TSR programs. One way to accomplish this is to make a Boot Disk that contains only essential drivers and data. Once the Boot Disk is created, you simply restart the computer with the Boot Disk in the floppy drive. This method can make more memory available by cleaning up the boot process. You can return the computer to its normal state by removing the Boot Disk and then resetting the computer. A special Boot Disk Maker is provided with this program to assist in this process. To use it, go to the \MOON directory and type: **BOOT [enter]**. Be sure to have a floppy available for use as the Boot Disk.

**Problem: I don't get any environmental sounds (like wind).**

**Cause:** Not enough available memory.

When Extended Memory available gets below 4000k, the environmental sounds and the digital drums are not allowed to load.

**Solution:** Refer to the previous solution for suggestions on how to free up memory.

**Problem: When walking around, the movement is very slow and jerky.**

**Cause:** Your CPU and/or your Video Card is too slow.

**Solution:** To obtain the smoothest movement, reduce the screen size in the Movement Mode by pressing 1,2, or 3 on the keyboard. You may also consider upgrading your hardware. See the section titled, Hardware Upgrade Suggestions on page 47.

**Problem: I can't get my sound to work.**

**Solution:** Setting up the sound system can be a very frustrating process, especially if you've just installed a new card. Sound card problems are our number one customer support problem, so don't feel bad. UKM (*Under a Killing Moon*) has a very sophisticated sound setup and auto detect module which will help you find the correct settings for your card. Try the suggestions below before you call our technical support department. Also refer to the section entitled *Sound Card Trouble Shooting* on page 47.



*Note: Sound cards can sometimes have Interrupt and DMA conflicts with other hardware. Symptoms include, strange program behavior, distorted sound and lockups. If you suspect a conflict problem, check your sound card manual for instructions on how to change parameters and try different settings. Then go into UKM and make changes to match the card.*

1. Make sure that the check boxes for both the Digital Sound Device and the MIDI Music Device are set to **ON** in the Configuration Screen. See page 36.
2. Verify that the system is properly connected and working outside of UKM. Most cards come with some self-diagnostic programs or you may try using it in windows. If you can't get it working, try to call the card manufacturer first. This would be your quickest solution. If you can't get help from the manufacturer, call us. We'll try to help you get it working.
3. Try to Auto Detect your card. Go to the Set Sound Device screen in UKM (see page 37.) and click the Auto Detect button. If Auto Detect finds a card, go to step 4. If it does not find a card, call our technical support department. If the computer locks up, reboot the machine and repeat step 3. The program keeps track of the lockups and will try a different test each time.
4. Once Auto Detect has found a card, click on the Accept button.
5. Now test this card by pressing the Sound Test button. If you hear a voice, click the OK button and proceed to step 7. If not, click on the Auto Detect button again. Auto Detect will find the same card that you just tested, but this time, click the Continue button. The last card may have been a phantom detection, and we want to see if it can find another match. If it finds another card, click Accept and repeat step 5. If it doesn't find another card, proceed to step 6.
6. If Auto Detect has found a card but the sound test doesn't work, it may be that the I/O Port, Interrupt, or DMA channel is not set correctly. Normally, Auto Detect will find the correct settings, but not always. Try different values and click the Sound Test button to test each setting. If you are still unsuccessful, call our technical support department.
7. If you passed step 5, the hardest part is over. Click continue until you get to the MIDI Music Device screen, then click the Sound Test button. If you hear a tune, click the OK button and you're done. If not, try different I/O Port settings. If you are not successful, call our technical support department.

**Problem:** I have a 3 button mouse but my center button doesn't switch modes.

**Cause:** You do not have the correct driver for your 3 button mouse or the center button is not activated.

**Solution:** Refer to the documentation that came with your mouse. Make sure you have the correct driver and that it is set to use the center button.

**Problem:** The game locks up when I try to run it.

**Solution:** From the \MOON directory, type:

**RENAME CONFIG.INI CONFIG.OLD [enter]**

Then try to run the game. If the game runs, this means that the problem was probably incorrect sound card settings in the CONFIG.INI file.



*NOTE: Most sound cards provide a mixer program for adjusting relative volumes. You may need to run this program and set your volumes before starting the game.*

You'll have to set up your sound card again as described in chapter one.

If the game still locks up, put your old CONFIG.INI file back by typing:  
**COPY CONFIG.OLD CONFIG.INI [enter]** from the \MOON directory. Then call our technical support department.

## Sound Card Trouble Shooting

**SOUND BLASTER AWE 32:** The AWE 32 will auto detect as a Sound Blaster 16. You will need to manually select AWE 32 in the Sound Device screens.

**ESS AUDIO DRIVE:** Will autodetect as a Sound Blaster but will not work. You must select ESS in the Sound Device screens.

**AZTEC SOUND GALAXY:** Can be configured as a Sound Blaster or a Microsoft Sound system. We suggest you use the Microsoft setting for better quality sound. The Sound Galaxy will detect as a Microsoft Sound System but the DMA Channel returned may be incorrect for the card. You may need to try a different DMA Channel to make the driver work.

**GRAVIS ULTRASOUND & ULTRASOUND MAX:** Your version of UKM might not contain a MIDI driver for Gravis (we hope to have one soon.) Please contact us for an update. Autodetect may lock up when it tries to find a Sound Blaster with a Gravis in the computer. If this happens, turn off your computer and restart. The next time, autodetect will bypass Sound Blaster and correctly detect Gravis. *NOTE: If you get an "off board parity error" or "CMOS mismatch error," don't worry, simply turn the computer off and restart.*

**ENSONIQ SOUNDSCAPE:** Autodetect will detect the Ensoniq as a Sound Blaster and a Microsoft Sound System but will not work correctly. You must select the SoundScape device. The first time you press the "Sound Test" button following an autodetect you may hear static or silence. If you have selected the SoundScape device, press the "Sound Test" button a second time and it will work fine.

**MICROSOFT SOUND SYSTEM:** If you attempt to configure the Microsoft Sound system as a General MIDI device, you will lose music completely. In order to restore music you will have to exit and re-enter the demo and configure the MIDI device as a Microsoft Sound system.

**MEDIA VISION PRO AUDIO 16:** Users with VESA local bus video cards may experience distorted sound. Sometimes configuring the card as a Sound Blaster will improve this problem.

**LOGITECH SOUNDMAN 16:** May be configured as a Media Vision Pro Audio 16 or a Sound Blaster 1.0.

**ROLAND RAP 10:** Will work as a MIDI music device but might not work as a Digital Sound device. Call us for an update.

## Hardware Upgrade Suggestions

Here are some guidelines.

1. Make sure your CPU is fast enough. If you want to run fast, you'll need at least a 486DX2/66mHz Local Bus system. Get the fastest machine you can afford. A Pentium 90 is over twice as fast as a 486DX2/66.



2. Make sure the mother board is VESA Local Bus or PCI Local Bus. A local bus can run at speeds which are much greater than the standard ISA bus. Make sure to install a Local Bus Hard Disk controller.
3. Get at least 8 MB of RAM, 16 MB or more if you can afford it. *Under a Killing Moon* needs almost 12 MB to run without any scaling, and many windows applications need 16 MB or more to run without swapping to the hard drive.
4. Get a fast, Local Bus Video Card capable of at least 256 colors in 1024x768 resolution and 32000 colors in 800x600 resolution. Make sure the card is VESA compliant and is fast in DOS as well as windows.
5. Make sure the CD-ROM is at least Double Spin (300 KB/sec) with at least a 64K internal buffer and a reasonably good burst rate. You should try to get a burst rate above 600 KB/sec. This is not a normally published specification for CD-ROM drives because it is a function of the interface card and the CPU speed as well as the drive itself. *Under a Killing Moon* will test the burst rate for you (from the Configuration Screen), so you may want to test drive the software on the machine before you buy. Refer to Chapter Twelve, Graphic Performance and Quality on page 39 for more information.
6. Get a 16 bit sound card and a good set of speakers.
7. If you're after a computer that really screams, make sure you test before you buy. Many clone makers simply throw components together and don't bother to make sure everything runs at top speed. Be sure to buy from a dealer with a reputation for fast, high quality equipment and a good technical support policy.

### **Multi-Drive and Disk Changer Configurations**

*Under a Killing Moon* is designed to make use of multiple CD-ROM drives or CD-ROM disk changers to reduce or eliminate disk swapping. Please refer to page 34 and page 42 for more information.



## Technical Support

### U.S. and Canada

If you have any questions regarding this product, we offer three different ways to get help:

1. Call our toll-free Support Hotline at **1-800-793-8324** from Monday through Friday between the hours of 7:30 a.m. and 8:30 p.m., Mountain Time Zone.

If the problem is technical, try to compile as much information about your system as possible and have it handy for reference as you talk to the support technician.

2. If you have a modem, you can use our Bulletin Board System (BBS). The number is **1-801-364-7449** and is open 24 hours every day. There are four 14,400 Baud modems accessible on the BBS (8-N-1).
3. On-Line users can get help on ACCESS products through the following On-Line services:

Service	ID #	Location
America On-Line	Linksp1	Industry Connection
Compuserve	72662,61	GO GAMBUP
Prodigy	GBVV20A	E-mail
Genie	XKY98115	Scorpia Game Conference
Delphi	Linksp1	Custom 119

### Europe

For technical support, call **021-326-6418**

Our European distributor is US Gold Limited

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## NOTES



## NOTES



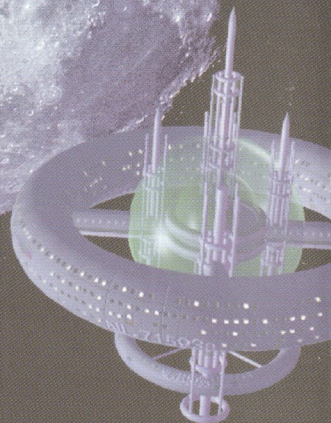
## NOTES







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